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REPTON 3

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REPTON 3

SUPERIOR SOFTWARE
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Commodore
64/128
Cassette
£9.95

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GAME CHARACTERS

Repton	Rock	Diamond	Earth	Barrier	Sections	Skull	Fungus	Crown

Egg	Monster	Safe	Key	Spirit	Cage	Time-Capsule	Time-Bomb	Transporter

ARE YOU READY FOR THE ULTIMATE CHALLENGE?

Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure whilst avoiding falling rocks, fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused The Micro User magazine.

Repton 2, released last Christmas was larger and much more challenging than before. Acorn User wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, available for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. A screen-designer is included for devising your own game screens. There is also a character-designer which enables you to redesign any or all of the game's characters.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens. All the favourite Repton characters have been retained, together with several new ones: a creeping poisonous fungus, time bombs, time capsules and golden crowns.

Can you complete Repton 3?

Game Author: Richard Kay.
Assistant Programmer: Mark Robinson.
Game Screens: Tim Tyler & Matthew Atkinson.
Music: Paul Hughes & Peter Clarke.
Loading Screen Design: Graham Owen.
Loading Screen Speech Synthesis: David Hoskins.

Commodore 64/128	Amstrad CPC 464/664/6128	BBC Micro and Master Compact	Acorn Electron